LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
ACT III

for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

THE SURFACE PLATFORM:

Returning to the platform during ACT III, the **Infomaniac** 's start and end position is the same as the "click." monologues
All elevator information, and subsequent registration animations remain the same as in ACT I.
You can pass by these by clicking. When or if you return to the surface platform via the elevator in ACT III you are greeted by the Infomaniac who says:

THE INFOMANIAC: (jumps as if startled when you arrive)
"Oh, Hello! You startled me. I thought you might have been ...well, you know who. Yup, The Brickster. Oh, the stories I could tell you about him if only I had the time but I don't . You don't either. You must find the Brickster, catch him and lock him up once and for all. You'll probably need a ..a..oh, I can't remember but do say hi to Bill Ding for me." He points to the elevator switch and goes to the 'Click' start position/wait cycle. He then says: **"Oh, I just remembered: I've got a couple of ideas for you..if you want to hear them...otherwise, I'll see you later.** You have the option now of:
1) Clicking on the Infomaniac (2) Clicking on the elevator (3) Clicking on the Wheel Hotspot or (4) Clicking on the book for Re-registering.

Infomaniac's end position is his start position of the ACT III clickable monologues.

CLICK 1:
I've invented and installed in your vehicle a Turbo-Fish Stunulator for you to use wisely. It will not hurt...and, in fact, it may not even work. It might work. You see: It's an invention and I haven't finished it yet but this is an emergency! You need some way to stop the Brickster...and the Turbo-Fish Stunulator may just be the thing... Aim at the Brcikster and shoot and well...we'll see.

CLICK 2:
" Here's something else that I just remembered: It might not work but if you can find a pizza..it could possibly slow him down. That worked once a gazillion years ago. Set it out as a trap and voila! you got him and the sea is saved! Of course, that may only work on land... and maybe only every gazillion years. It probably won't work at all. It's just a thought."

CLICK 3:
" Get him into the shark cage anyway way you can: force him, trick him, drag him or invite him in. I'll lower the cage down when you need it. Elog or Gole (Golly) will help you out. You'll meet them, I'm sure."

CLICK 4:
"I don't tell everybody this but (whispers) you could catch him a lot easier if you build the PPU."

ACT III REVIVAL ANIMATION: If you get hit by a brick, by an eel or by a stun urchin, or anything that the Brickster may throw at you..the screen will black out and you will awake on the surface platform looking straight up in the air with the Infomaniac looking down at you. He is concerned and says:

1) I knew you'd pull through. Nasty little sting you got there. Looks like you'll have a bump on your head for a little bit (takes off hat and puts it back on)**. Here let me help you up..oooof** (pulls you forward and view changes to his eye level) **The Brickster's a trickster all right....by the way, you know you could give him a taste of his own medicine and pick up what he has thrown at you and throw it right back at him...That might work ..eh, might not..anyway..good luck!**
He then walks over to the starting 'click' spot.

2) O.K., champ...duck to your left.. I don't mean there's a duck to your left..but steer that way...he seems to be leading that way..oooof (pulls you forward and view changes to his eye level) **Go get em, champ!** He then walks over to the starting 'click' spot.

3) Got you again I see. You are quite the brave one...oooof (pulls you forward and view changes to his eye level) **My hats off to you!** He removes hat and bows.
He then walks over to the starting 'click' spot.

THE BUILD GUI
ACT III
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

After clicking on the BUILD GUI icon in the elevator:
A screen switch occurs accompanied by an underwater bubble. SFX: a boson's whistle and Captain Bill Ding greets you:

1) BILL DING is running around in circles, he stops and turns towards you and says:
" The world falling apart is one thing but the BRICKSTER! well, he's another thing .
Why, I've seen him take LEGO Island apart in one afternoon a gazillion years ago but that's another story.... Oh, I should get out of your way and let you build your vehicle (Runs off screen.) (off screen) **Bust the Brickster!**

2) BILL DING is running around in circles, yelling:
The Brickster's loose! The Brickster's loose!
he stops and turns towards you and says (calmly) :
Oh, hello. Welcome to the building chamber. May I recommend the PPU for greater efficiency. I'll go away now.
He turns and runs off yelling: **The Brickster's loose! The Brickster's Loose!**

If you do not click on anything, the same animation as in **ACT I** begins.Bill Ding returns...
"If you'd like to see a movie..."

Screen two/ SAME AS ACT II: except the fish feeding station(s):

Fish Feeding Station Clicks
If the Fish Feeding Station is clicked on, Bill ding swims away and an animation will occur.
1) The **Brickster** appears, swims by and waves at you and then disappears swimming away.
2) Brickster swims by with a fish on a leash. The **Brickster** turns and says**: It's a dog fish.heh**
heh.

Screen 3 and Screen 4: Same as in Act II

END OF BUILD GUI CHAMBER SCRIPT
ACT III

As soon as you are splooshed out of the build GUI.
FOREGROUND ANIMATIONS AT THE
EXTERIOR of the EXIT/ENTRANCE TO THE ELEVATOR are triggered.

1) The **Brickster** shoots his stun gun at you and says: "**You know, we could settle this much easier if you just go away and leave the treasure for me. Ooops, did I say treasure? I didn't mean that.. I meant-uh - pleasure..yeah, it's a pleasure to meet you. Now go away!** He shoots and swims away.

2) Nick and Laura swim up
NICK: Find one these (holds up a stun urchin) **and use your stun gun . OUCH! oh-oh I think I just stung myself** (floats up and out).
Laura: Good demonstration, Nick...It's o.k. though He'll come around in a few minutes.

3) Several small fish flock to your window or diving mask, and appear to be kissing or biting your window. They suddenly scatter and the Brickster is right there. He smiles and says:
"We could just split the gold...uh, I meant Gold Fish..I said gold fish. You could take one home with you. Put him in a bowl and call him junior or something. They make nice pets..not as hairy as cats and they aren't as noisy...uh- gold fish ..bye". He swims away

4) The Brickster throws a brick at you but it floats back and hits him, knocks him over. He stands up and says:
" Next time I must remember not throw things INTO the current!" He turns.He leaves.

END of Foreground Animations
at the Entrance to the Sea ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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FOREGROUND ANIMATIONS ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE
TWO NEW ONES at each habitat plus some from ACT I.

Thus begins the chase, the hunt and the capture of the Brickster. The Brickster is shooting stun urchins at you, tossing electric eels and bricks at you. You will be firing back, if you are equipped with a stun gun. The game play at this point is "Hide and Seek/Cops and Robbers".
See section: ACT III monologues
In the meantime, Since all the habitats have been repaired, they return to the ACT I state. Some of the foreground animations remain from act I (with some noted exceptions) plus one or two additional foreground animations per habitat. Most of the activity is in the Brickster's monologue, the O.V. over your C.B and obstacles set up by the Brickster.

HABITAT FOREGROUND ANIMATIONS/ ACT III
All fish and divers swim in panic mode

KELP FOREST:

(ACT III New)
1) Pepper comes barreling in on his PPU and says:
Hi! hey, you're after the Brickster, Huh? Ya know, I've toasted him before. He doesn't scare me! If you have any pizzas, that'll slow him down...or at least it did on LEGO Island. That's what I did.

2) Mama swimming in circles:
The Brickster's loose! The Brickster's Loose!
She'll stop look at you and calmly says:
But you can stop him! she continues to swim in circles and says:
The Brickster's loose! The Brickster's loose!

3) Nick and Laura swim up (same as animations at entrance to the sea: re-use)
NICK: Find one these (holds up a stun urchin) **and use your stun gun . OUCH! oh-oh I think I just stung myself** (floats up and out).
Laura: Good demonstration, Nick...It's o.k. though He'll come around in a few minutes.

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1) AS IN ACT I:
A little fish appears and it is eaten by a bigger fish and then once more by a bigger fish. Finally, another fish, the last fish, then the white shark. After eating the last fish, turns and opens mouth his and swims towards you over your head and disappears.

2) AS IN ACT I
A cluster of Swaying GIANT KELP is in the middle of your view. A saw fish (light grey) heads towards the middle from screen right. A white shark heads towards the middle from screen left. When they meet behind the kelp, they disappear. A loud cartoon **"Bump"** SFX is heard and from the left side of the kelp emerges a sawfish body with the white shark head and from the right side of the kelp comes a white shark body with a saw fish head. The idea being they bumped into each other and heads were exchanged.

SANDY FLOOR:

(ACT III NEW)
1) John and Lucille Sudak (Divers) swim up to you and wave and excitedly say:
JOHN:
" We just saw..the..the "(Interrupted by Lucille)
LUCILLE:
"and there he is!"They take off, bump into each other as they swim away. They disappear.

---

2) AS IN ACT I:
A sting ray swims by and dives into the sand (disappears). When he hits the sand up springs
a couple of little fish that are immediately gobbled up by a shark. The sting ray pops up a distance away and dives back into the sand and repeats the scenario. loop until it disappears on Z.

3) AS IN ACT I:
A string ray swims by and dives into the sand (disappears). An eel pops up where he entered and swims forward and dives into the sand. A sting ray pops up where he's entered and the loop continues until it disappears on z..(faster and faster so you couldn't follow it)

4) AS IN ACT I
Papa Brickolini appears (as a diver) and begins searching amongst the plants. A school of anchovies (tiny little triangles) are behind him hovering about. Papa is facing away from them and looking below. He says: **Here fishy, fishy. Come to Papa.** He looks up turns around and faces where the fish are and they disappear. They reappear as a group on the other side of Papa. He turns towards them again and they disappear-reappearing on the other side of him.

5) AS IN ACT I
A sting ray swims by and dives into the sand (disappears). When he hits the sand, up springs a diver who then swims and dives into the sand. When he hits the sand, up springs the sting ray and so on and so on until they disappear in the horizon on z.

REEFS:

(ACT III NEW)
1) Infomaniac:
I forgot to tell you something and wouldn't you know it...I forgot it again. Oh, I remember now...with how fast the Brickster can haul his bricks around, you'd be better off in a PPU ..or..no, wait. I already told you that. Oh maybe I just wanted to cheer you on. That was it! GO GET EM!

3) AS IN ACT I
At the building ruin site, a shark chases a fish from left to right and into a door way. Immediately, the shark comes racing back out, followed by the fish from the first chase, followed by a skeleton swimming after them. They speed off and disappear.

4) AS IN ACT I
A school of tiny fish stop on a Coral bed and change color to match coral (they disappear)

DEEP CAVERNS:

(ACT III NEW)
1) PIRATE SKELETON:
ARRRR ...I was born on the crest of a wave. Me mother was a mermaid and me father was king Neptune. I picks me teeth with a marlin's spar and when I spits, I spits a' tar. ARRRRRR.
(becomes urbane and says:) **I believe that I saw the Brickster go that a way** (points in both directions)

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2) AS IN ACT I
On the surface: a series of tunnels are seen up ahead. (4 of them)...An octopus exits one tunnel (tunnel 1) and enters another (tunnel 3) just as another octopus exits a tunnel (tunnel 4) and enters tunnel 2. This is looped. One octopus is black, the other grey.

3) AS IN ACT I
In a darkened tunnel below approaches two head lights accompanied by a loud rumbling sound. The lights get bigger as it approaches faster and faster. When they become visible they are the antennae of a tiny little lantern fish. It swims past and disappears.

4) AS IN ACT I
Marine snow (little white triangles) attract a feeding frenzy of all kinds of "unknown fish."

5) AS IN ACT I Same scenario as #2. This time it is below the surface... add a claw vehicle and a lantern fish to the mix.

OPEN SEA:

(ACT III NEW)
1) Ray Manta in a mini sub comes barreling in and says:
Well if the Brickster were a fish, he'd be filleted by now. Bake the Brickster, Buddy!

---

1) AS IN ACT I
A dolphin ballet, of sorts, is in progress. 4 dolphins leapfrogging and rolling over one another.

2) AS IN ACT I
Same scene as #1 but a diver (Lucille Sudak) joins in.the ballet.

3) AS IN ACT I
At the Shipwreck (old ship) a sword fight between a saw fish and a skeleton is taking place

4) AS IN ACT I
A sea craft approaches as a couple of dolphins head towards it. They, the dolphins, are traveling real fast. So fast, in fact, that the craft spins around in a couple circles as they pass. The craft departs on a wobbly course and disappears.

ACT III: IF HORN IS HONKED: You summon an aquatic buddy...
SAME AS IN ACT I I /panic cycle swims

MONOLGUES ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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KELP FOREST:
The Brickster tosses stuff at you and fires his stun gun. Before he does, he says:

1) Well, hello. What a shock to see you again. (throws an electric eel). **Have some Eel-mail. Ha! Eel mail get it? haha..Duck!** (shoots again) **How's my web-site?..duck-website..I'm funny"**
2) "Would you be so kind as to hold this poisonous urchin for me till I get back" (shoots)
3) "I was wondering...If kelp falls in a forest would anybody hear it? Let's find out-shall we? (pushes a giant kelp down) **Did you hear anything?**
4) "Now I'm having fun!" (shoots)

SANDY FLOOR:
1) Such a perfect day for fishin', Oh, there's a sucker! . (Fires stun gun)
2) He shoots-he scores... (pulls out stun gun and fires) **well, I was close.**
3) Draw, you yellow bellied plastic fish poker (shoots)
4) Looking for Sandy Claws in the Sandy Sea floor.?.Here -he left me a present to give to you (shoots)

REEFS
1) Hello...Nice day to bean you on the head with a brick, wouldn't you say?. (tosses brick)
2) Hey..This is for nothin' (shoots)
3) laughs (shoots)
4) Always room for jellyfish (tosses one)

DEEP CAVERNS
1) Well if it isn't my favorite bulls eye target kid..Hold still, will ya (shoots)
2) (shoots) **We could settle this much easier if you just go away and leave the treasure for me. OOPS, did I say treasure. I didn't mean that.. I meant-uh - pleasure..yeah, it's a pleasure to shoot you...er meet you..no, shoot you.** (shoots)
3) My sox are wet. I hate that...and I'm getting wrinkly like a raisin..Can't we end this? (shoots)
4) Catch! (shoots)

OPEN SEA
1) Hey! I've got an idea...let's split the treasure: 50:50 or 60:40..20:80...HIKE! (throws fish like footballs)
2) Why can't we just get along? I know: let's split the treasure. I get the treasure and you split!
3) Don't you look stunning (shoots)
4) The Brickster comes riding in on the back of a dolphin...he shoots **"I did it on porpoise..ha! get it? porpoise...ahhh-forget it."** Swims away.

If and when you fire and misses-.He says:
1) Oh boy, I'm sweatin' now. Can you tell? .
2) You couldn't catch a minnow if your arms were worms.
3) AAH-you throw like a fish
4) Missed me-missed me..nananan na
5) Oh that's alright. You don't want to win this thing anyway-do you?
6) Oh, I'm sorry- did I move too fast for you?
7) Take your time and aim better. I do need to go home and have lunch soon and at this rate I'll miss dinner.
8) oops! missed again!
9) (laughs.) I like this part

If and when you fire and a direct hit is scored-.He locks up and floats. Little fish and star fish circle his head ala cartoon knock out schtick.
He says (before he is knocked out):
1)Missed me! you missed...me..oh,oh no you didn't.
2) No fair!
3) we could've worked this out, you know.. I'm a reasonable brick. I'm a chip off the ol block..I'm a- I'm a sleepy...
4) whoops.

FISH TRANSLATOR ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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WORK IN PROGRESS and SUBJECT TO CHANGE

Click on the fish translator and a registration/target appears. Aim your craft in position and click again. If it works (sometimes) the fish will turn and an O.V. **(Fish Translator voice [Voice of Robin Williams or Erin-Kate Whitcomb]**) will speak...the translator will work:

KELP FOREST:
1) Dolphin:
1) SFX "dolphin shriek followed by the O.V.
"What goes around comes around. If you wait in one spot long enough- he may show up again"

2) Little Fish:
1) SFX "bloop" followed by the O.V.
Someone is watching me constantly. I know it. I just know it. Is it you? The Brickster maybe? Are you he? Is he you?"

3) Shark:
1) SFX of ominous cord followed by the O.V.
That Brickster lost a few tiles on re-entry, a few bricks short of a load, a few pinto beans short of a burrito grande, a sandwhich short of a picnic...if you know what I mean..You could out-think him

---

SANDY FLOOR:
1) Sting Ray:
"you should charm him into the shark cage.. That's what I would do...give him a gift"

2) Saw Fish:
1) SFX followed by the O.V.
"I'd like to make a Brickster kabob...no Balogna."

3) Shark:
1) SFX of ominous cord followed by the O.V.
" When you get him. I'll take him from there! Give me a call.".

REEFS
1) Octopus:
1) SFX followed by the O.V.
"I saw the Brickster-if a brick he be...He appears to be there (points with all tentacles)
if you could only see."

2) Small fish:
1) SFX followed by the O.V.
"The Brickster controls everything..maybe it's better to be nicer to him."

3) Shark:
1) SFX of ominous cord followed by the O.V.
" I don't get mad that often but the Brickster just got me there. I really only eat fish but I'm about to make an exception."

DEEP CAVERNS
1) Octopus:
1) SFX followed by the O.V.
I undertsand that human computers use eight bits for a byte. I use 8 bites for a little bit of dinner.
2) SFX followed by the O.V.
All this water and I've never seen what you call a drop of water.

2) Lantern fish:
1) SFX followed by the O.V
I can't see what makes that guy do what he do-do you?

3) Unknown Fish:
1) SFX followed by the O.V.
All too strange for me

OPEN SEA
1)Saw Fish:
Brickster is a few bricks short of a load...he's the Brickster
2) Dolphins
O.K., I've been thinking how you could catch him...Here's a couple ideas:
1) put a pizza on some barnacles. The barnacles are like glue. He'll come to the pizza ,maybe.
2) put some pizzas near the cage and lead him in. Might work. might not

3) Sharks
I've got an idea...just chase him down and eat him. That's what I would do!

WHEN THE FISH TRANSLATOR DOESN'T WORK
and
WHEN THE FISH TRANSLATOR MISSES (four sequential responses):
SAME AS ACT I

RACE COURSE / ACT III
LEGO SEA CHALLENGE
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SAME AS ACT II

BUILDING RUINS/ REEF ACT III
LEGO SEA CHALLENGE
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WORK IN PROGRESS and SUBJECT TO CHANGE

Exterior and real time building ruins : Same as in ACT II...with the addition of:
in the restaurant section.
1) The Brickster is around the tables and says:
What's a guy gotta do to get a decent hamburger around here...Oh, here comes a hot dog ..hiya, kid. Did you order the shark. .(grabs a shark that was swimming by and throws it at you)

2) A skeleton is sitting at the table:
I've been waiting to get served for some time now. I think it might be closed.

2) Pre-rendered screen(s): Same as in ACT II

SHIPWRECK/OPEN SEA ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT

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WORK IN PROGRESS and SUBJECT TO CHANGE
Two more in addition to the ones found in ACT I

OLD SHIP Exterior:

2) **HOTSPOT**: If you find and click on a brick that's near the anchor (per rescued diver's instructions in Act I) ..it opens a secret room.
Switch to a pre-rendered screen.

OLD SHIP Interior/pre-rendered screen..Captains Quarters/haunted
HOTSPOTS:
1) cabinets that when clicked on open up and trigger gag animations:
1) a sleeping **pirate skeleton** wakes up and says: (snores,wakes up) "**Ya should be lookin for the Brickster...not disturbin me beauty sleep! Here-give him this.** (throws you an urchin. lands in front. [to click on] and closes the door).
2) SAME as in ACT I
3) SAME AS in ACT I

MODERN BOAT Exterior
1) The Brickster is seen pretending to drive boat and says: **" Look at me I'm a Sea Captain. Yo ho ho..** He turns, looks at you and then turns red (from embarrassment). **Oh...heheh..I was just pretending a little.. I-uh gotta go**. He turns back to yellow and swims away real fast

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If you register: you have access to the MODERN BOAT interior / pre-rendered screen . accessible by a hatch cover. Click on it and a screen switch

---

MODERN BOAT Interior
HOTSPOTS:
cabinets that when clicked on open up and trigger gag animations:
1) A monkey, as a diver, pops out and swims around and then back in and closes the cabinet.
2) A quick build of a skeleton. He stands up and says:
THANKS! and walks off screen

---

a secret storage hatch is available. Click on:
1) a stack of pizzas as inventory items

TREASURE CHEST ACT III
LEGO SEA CHALLENGE
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two more in addition to the ones found in act I

1)Exterior/ area surrounding the treasure chest (location of chest changes from game to game) **Skeleton holding a sign with an arrow pointing to the treasure chest**

2) Treasure Chest as a hotspot: select and shiny gold coins are present. Music crescendo and an **O.V. (Infomaniac)** comes over your C.B:
"So that's what the Brickster was going on about! Nice find, Friend. It's yours, of course. You found it but if you'd like to make a donation to the..uh..friends of the Infomaniac Society...No, just kidding."

SCIENCE CENTER ACT III
LEGO SEA CHALLENGE
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The Science Center is located between the Kelp forest and the Sandy Sea Floor.

EXTERIOR
Hotspots and Trigger points

1) A recycle bin:
Trash guy in panic mode: **The Brickster's loose! The Brikster's loose!**
He stops pauses and regains his composure and continues:
However, we are temporarily closed. I'm sorry for any inconvenience this may have caused you He then goes back to panic mode:
The Brickster's loose! The Brickster's loose!

2) A Power-Up station: Same as in ACT II / ACT I

INTERIOR (real time model) First time arrival/ ACT III

Building Interior One (real Time) First time arrival:
Dr.Gil Philter is jumping up and down, swinging his arms and very panicky. He's yelling:
The Brickster! That trickster..that shifty bricky part.
He calms down, looks up and says: **A-hem, simple science will save us. It always does. There's a solution in the lab** (points to the lab door) **..I know there is. There always is. Isn't there?** resumes panic jumping...**The Brickster's Loose! The Brickster's Loose!**

Hotspots (same as ACT I):
1)Entrance to the Lab (backroom): click on and screen switch to pre-rendered..screen1: THE MAP WALL.
2) Exit to your vehicle porthole
3) Flipper hanging up on the wall

INTERIOR (pre-rendered screens) first time arrival
THE LAB

SCREEN ONE: THE MAP (see MAP animations 2D Document/separate cover):
(SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS) ACT III

Dr. Wiggley Phinz and Dr. Carrie Bean are standing inside. Both wave and
CARRIE::
O.K., no time..no time.. One idea is to check the map where there aren't a lot of fish. Nobody not even the fish can hang with the Brickster.
WIGGLEY:
No, he'll hang alone alright! but you're right...that's how you could find him but how do you catch him?
CARRIE:
We could come up with something, if we put our heads together
They do: Wiggley removes his and hands it to Carrie. She throws it up and it lands on her head. **CARRIE: AHA! the Turbofish Stunulator... The Infomaniac's newest!**
WIGGLEY: YESSS!
CARRIE: There's one on your vehicle dash board!
WIGGLEY: Brilliant! but...uh, it may not work all the time. It's still in developement.
CARRIE: Use it...we'll keep it loaded for you at all times

---

additional hotspots: cabinets
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN TWO: THE PHOTO DISPLAY WALL:
Headless Wiggley waves. Carrie comes in with two heads.
Wiggleys head says:
Take any photos?

Carrie: (excitedly)
let's see-let's see.

If you click, **they both** turn towards the screen and **say:**
cool!

if you don't click, they walk away. Wiggley bumping into stuff

---

SCREEN THREE: THE EXIT / ENTRANCE BACK TO THE OUTER ROOM
Carrie (both heads on):
Good luck. I know that you'll come up with a solution that we can put our arms around.
(Arms come off and they hug each other.)

SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN FOUR: THE ANALYSIS WALL
First time arrival ACT III
Wiggley Phinz is present feeding the fish in the tank. He turns and looks at you. He has no head so he waves

additional hotspots: cabinets,
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCIENCE CENTER

REAL TIME ROOM subsequent entries
When you enter, Carrie, Wiggley and Gil are arguing.
GIL: The fish translator is hooey. Just hooey. Gibberfish!
WIGGLEY: It works, I tell ya!
GIL: It quotes Shakespeare! No fish would know Shakespeare.
CARRIE: It's still has bugs, Dr.
GIL: I think you both have bugs!
CARRIE (turns and looks)**: Oh! Hi..come on in. We were just-uh-communicating-like fish. We'll meet you back there.** (points)

PRE RENDERED SCREENS subsequent arrivals
Screen 1:
Wiggley: I haven't really figured anything new out but I do have a song for you and it goes something like this: (song TBD)

Screen 2: no characters present

Screen 3: no characters present

Screen 4:no characters present

CB RADIO/ VOICE OVER ONLY / ACT III
LEGO SEA CHALLENGE
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WORK IN PROGRESS and SUBJECT TO CHANGE

1) Infomaniac: The Brickster is loose! ..duh, like you couldn't tell...but here's the deal: I just installed my newest invention on your dash (dash must change to Act III dash)**..The Turbofish Stunulator...it fires barnacles and toxic urchins and maybe something else...I don't remember but use it wisely...aim and fire at the Brickster and you got em..over and out.**

2) Infomaniac:
If you need the shark cage: click on it...it'll come down and open up for you to put a Brickster in. I'll slam it shut when you got em. 10:4.

3) Diver...Nick Brick here. We thought it best that I tell you about your stun gun seeing how I am a trained professional...
One button has barnacles in it. This acts as a glue. It'll make the Brickster stop in his tracks and you might be able to nab him if he doesn't free himself first. The other button is for shooting out an urchin. A stun urchin. a street urchin If you hit him..two times in a row..You got em for a couple seconds at least and then you can nab him. Over and out!

4)DR. GIL PHILTER:
DIVER, come in... If you shoot the barnacles...He'll stick..works like glue..What? Oh, Carrie tells me that you already knew that

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RADIO (optional feature)
MUSIC and VOICE OVER ONLY / ACT III
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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RADIO GUY:
1) and this song is dedicated to that brave diver out there who is about to capture the Brickster. (song insert)

2)..and we're back but unfortunately so is the Brcikster.. We'll go to the phones now and see if our listeners have any suggestions on how to catch the Brickster. Caller number two, you're on the air. How would you catch the Brickster?
CALLER 2: Uh- I don't know..I just wanted to be on the radio.
RADIO GUY: O.k. thanks for the call. Next caller, please.
CALLER 2: Oh- hi..it's me again. I just used the redial. Are you having a contest or something?
RADIO GUY: uh-no. let's listen to some music (insert song)

Return to radio segments from ACT I

CAPTURING THE BRICKSTER
ANIMATION OPTIONS
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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The TurboFish Stunulator...fires barnacles, old tires, fish, toxic stun urchines, stone snails.

Barnacles: will make the brickster stick to the floor for 3 seconds
fish: swim away.
Old tires: bounce off and roll away
toxic urchine: stuns him (see monolgues) and he can be captured
stone snails: slow him down to a crawl.

If you hit the Brickster with a well placed shot:An animation of a frozen Brickster (see monologues) followed by the following options:

1)If you click on the horn: Two dolphins will show up and drag him to the cage. The cage will lock up and you won (see win game)

2) If you push him into the cage...you have x amount of time or he'll awake and swim away.
If you get him in, the cage closes. (see win game)

3) If you do nothing, He'll wake up and swim away..followed by an O.V. only on the CB radio:
NICK: Good job, kid. You got--er- had em. Next time get him in the cage. Call one of your fish buddies if you get him again.

WIN GAME / END OF ACT III
LEGO SEA CHALLENGE
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Once the Brickster is in the cage and it locks up: a pre-rendered film begins:
Mama leads a funny parade of instrument playing fish.
Pure celebratory mayhem (as on the Island). The Brickster wakes and shouts: **No fair! I've been framed. I didn't do it. It was -uh- probably somebody else..he probably looks like me.**
the camera slowly pulls back.. showing us as much of the environment as possible with much celebration going on. Many hoorays! fades...**cut to surface platform.**

The **Infomaniac** greets you:
Nice job! great job. and hands you a certificate that fills the screen. The certificate has your name (or the name of the game) . an interface pops up that has the print icon on it. He continues (O.V. only)
Press to print or press to no print (no print is the print icon with the universal no sign on it.

If you press to no print: image goes away and you're on the platform. The **Infomaniac** says:
Ready to play again? or ready to leave? you choice..tick tick tick..no just kidding -no rush. Thanks by the way.

If you press to print:
printing takes place. After image goes away and the above scene takes place.

There is no loose end animation. You can not loose. You can only win or keep going or restart or exit...You "loose" simply because the Brickster will be running the show.

END OF ACT III

ANIMATIONS 2D /3D for Science Center Maps, Analysis, etc.
attached